**Figure 1**

		<u>8 BIT</u>								<u>5 BIT</u>				
		7	6	5	4	3	2	1	0	4	3	2	1	0
A		0	0	0	0	0	0	0	0	0	0	0	0	0
	1/8	0	0	0	0	0	0	0	1	0	0	0	0	0
	2/8	0	0	0	0	0	0	1	0	0	0	0	0	0
	3/8	0	0	0	0	0	0	1	1	0	0	0	0	0
	4/8	0	0	0	0	0	1	0	0	0	0	0	0	0
	5/8	0	0	0	0	0	1	0	1	0	0	0	0	0
	6/8	0	0	0	0	0	1	1	0	0	0	0	0	0
	7/8	0	0	0	0	0	1	1	1	0	0	0	0	0
A		0	0	0	0	1	0	0	0	0	0	0	0	1
	1/8	0	0	0	0	1	0	0	1	0	0	0	0	1
	2/8	0	0	0	0	1	0	1	0	0	0	0	0	1
	3/8	0	0	0	0	1	0	1	1	0	0	0	0	1
	4/8	0	0	0	0	1	1	0	0	0	0	0	0	1
	5/8	0	0	0	0	1	1	0	1	0	0	0	0	1
	6/8	0	0	0	0	1	1	1	0	0	0	0	0	1
	7/8	0	0	0	0	1	1	1	1	0	0	0	0	1
		0	0	0	1	0	0	0	0	0	0	0	1	0
1/8		0	0	0	1	0	0	0	1	0	0	0	1	0
						.						.		
						.						.		
						.						.		

Figure 2

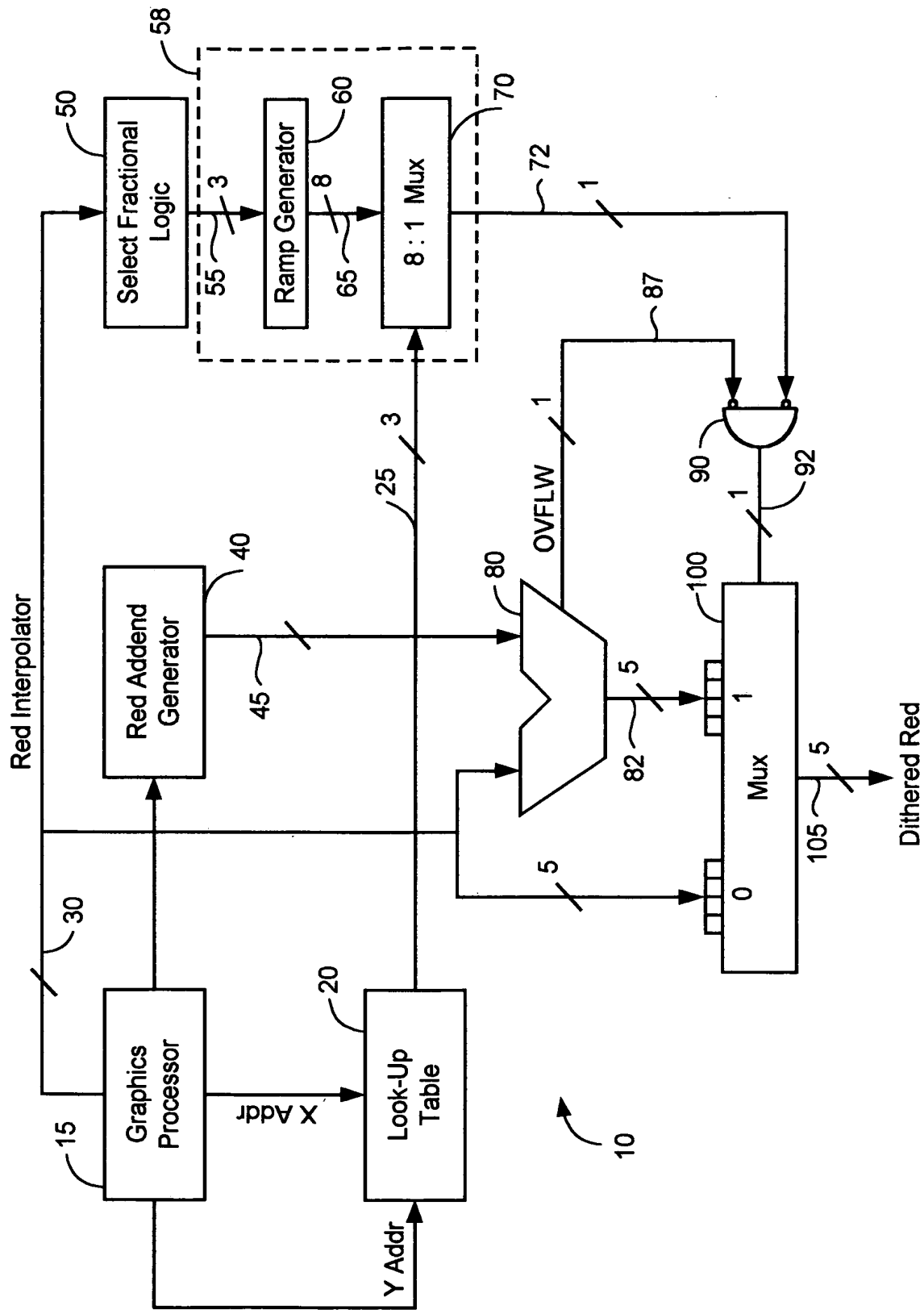


Figure 3

		X Addr							
		0	1	2	3	4	5	6	7
Y Addr	0	0	4	1	5	0	4	1	5
	1	6	2	7	3	6	2	7	3
	2	1	5	0	4	1	5	0	4
	3	7	3	6	2	7	3	6	2
	4	0	4	1	5	0	4	1	5
	5	6	2	7	3	6	2	7	3
	6	1	5	0	4	1	5	0	4
	7	7	3	6	2	7	3	6	2

Figure 4

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RAMP (5 Bit System)
Bit #

FRAC	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0
2	1	1	0	0	0	0	0	0
3	1	1	1	0	0	0	0	0
4	1	1	1	1	0	0	0	0
5	1	1	1	1	1	0	0	0
6	1	1	①	1	1	1	0	0
7	1	1	1	1	1	1	1	0

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Figure 5

64 ↗

RAMP (6 Bit System)
Bit #

FRAC	3	2	1	0
0	0	0	0	0
1	1	0	0	0
2	1	1	0	0
3	1	1	1	0

Figure 6

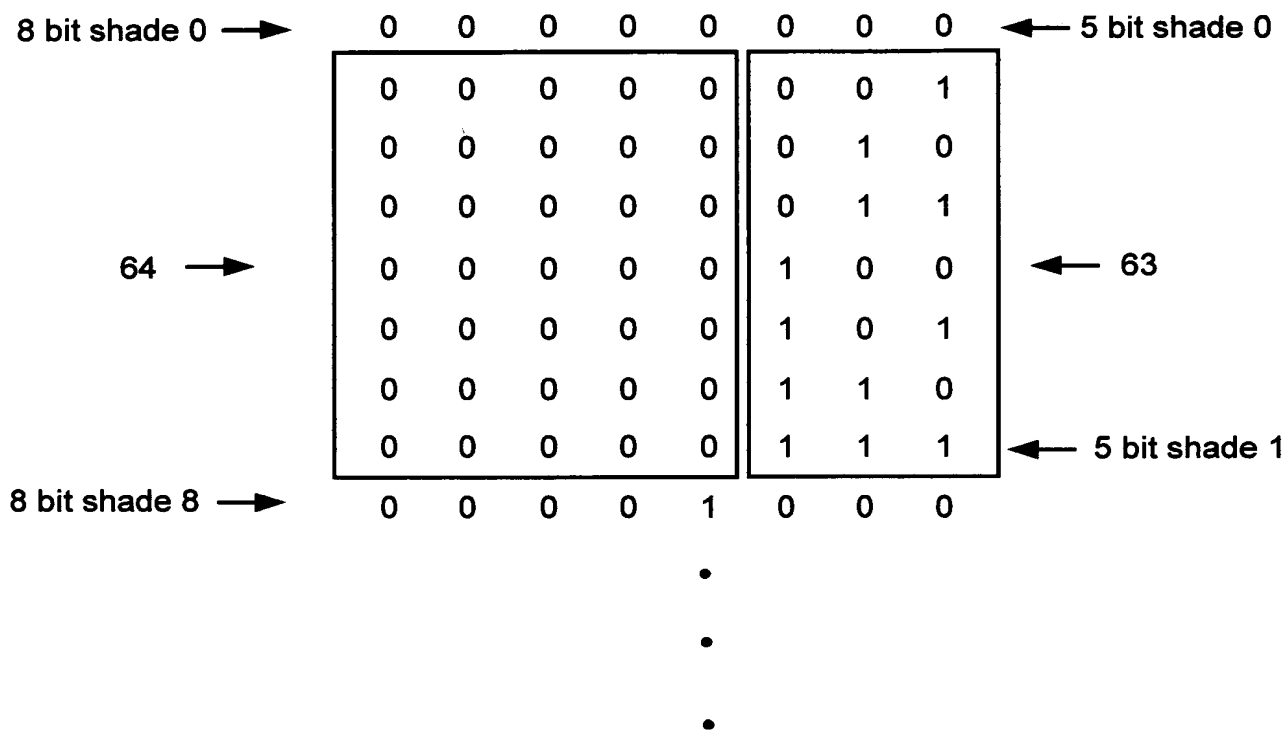


Figure 7

X addr

0	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1																																
2																																
3													19	18	17	16													3	2	1	0
4																																
5																																
6																																
7																																

Y addr

Figure 8